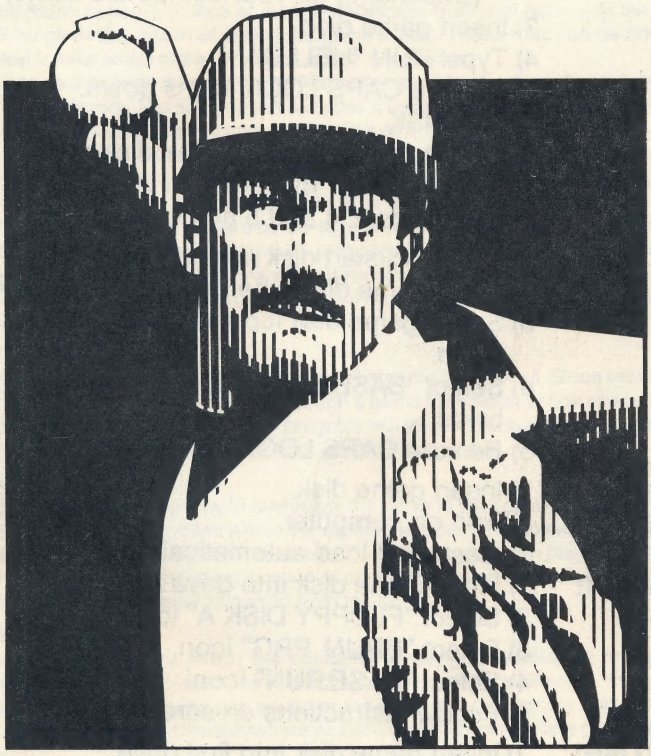
Full Count BASEBALL



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LHG-105

LOADING THE GAME

APPLE:

1) Insert game disk.
2) Boot Normally.
3) Be sure CAPS LOCK key is down.

COMMODORE:

1) Be certain that cartridge slot is empty.
2) Type LOAD"*",8
3) Type RUN
4) For C-128, be sure SHIFT LOCK key is down.

IBM:

1 or 2 Floppy Systems
1) Boot DOS or Ms-Dos on Drive A.
2) Type: BASIC, BASIC A or GWBASIC
(Depending on your computers Basic)
3) Insert game disk.
4) Type: RUN "HELLO"
5) Be sure CAPS LOCK key is down.

HARD DISK
1) copy *.BAS files from game disk to your HD.
1A) Boot DOS or MS-DOS on your HD.
1B) Do steps 2, 4 and 5 above.

AMIGA:

1) Insert kickstart disk and boot normally.
2) Insert game disk when Workbench is prompted.
3) Select game disk icon, click left mouse button twice.
4) Select "BASE.BAS" icon and click left button twice.
5) Be sure CAPS LOCK key is down.

ATARI 800/ 800XL/130XE:

1) Insert game disk.
2)Turn on computer.
3) Game will load automatically.

ATARI 520ST:

1) Insert game disk into drive A.
2) Select "FLOPPY DISK A" icon.
3) Select "BRUN. PRG" icon.
4) Select "BASE.RUN" icon.
5) Follow instructions on screen

MACINTOSH:

1) Insert game disk into first drive.
2) Turn power ON.
3) Select "BASEBALL" icon.

CONGRATULATIONS BASEBALL FANS

We feel that you've just purchased the most statistically accurate, flexible and playable computer baseball game on the market. It wasn't created at the drop of a well-placed bunt down the third base line. It was created with great attention to detail and with an ear toward what are the desires of the most important people — the baseball fans. All of the people involved in putting Full Count Baseball together wanted it to be the best game of its kind available. Now it's your turn to decide how we did.

Over the next serveral pages we'll tell you in detail about how to play the game and all the options available. But like a good pre-game show, we'll try to wet your appetite a bit first by introducing our starting lineup and our bench.

When the game first boots, there are six different options. The first is the most fun — playing the game. The second is probably Full Count's MVP. It is a utility to create your own teams or change the ratings on already existing teams. That means the game will never grow old and that you'll never have to spend another dime on more team disks (but we think you'll want to). A third option is to draft a team from already rated players, a popular choice for head-to-head and play-by-mail leagues. The fourth option is to look at compiled statistics from past games. At the end of each game you'll be given the option of saving the game's stats. Those stats can be added to those already saved to take some of the Drudgery out of league play.

Ever want to be a general manager? The fifth option enables you to do just that by adding the option of trading players. The sixth option provides a means by which you can add stats from a compiled set. This means that if you make a mistake and don't save stats from a league game, you can take the box score, which can be printed out after each contest, and do the update manually.

Still, any game could offer these options. Though few give you this many). The proof lies in the ease of use and execution. We feel Full Count is as friendly to use as the elderly usher at the stadiums. Most commands are shown by on-screen menus and not hidden in codes or on the pages of thick manuals. In fact, you could probably (depending on your computer gaming experience) just start playing right now without reading further and figure everything out. For those of you inclined in that direction, feel free. But for those who want more detail read on for a detailed scouting report on Full Count.

LET'S GET STARTED

1 - The first option from the first screen is to play a game of baseball. Since we assume that's why you bought Full Count, let's take you through a game form setup to box score. From the first menu, hit the number one and the game program will load. A message will then be displayed requesting the removal of the game disk and insertion of the team disk.

DISPLAY VARIABLE

Once that has been done it's time to customize the game to your desires. The first choice is for the display variable. Pick a number within the range presented. The lower the number, the less time each play's result will appear on the screen. The first few times you play, pick a high number to become familiar with the lingo and location of pertinent information. Pick a low number when you want the computer manager to handle both teams.

COMPUTER OPPONENT

Next choose the extent to which the computer is going to participate in the game. In a two-player game, your trusty machine will act as umpire and scorekeeper. In the one-player mode, the computer will manage one squad or the computer can handle both teams, which is especially valuable for season replays where you don't want to actively take part in each game for every team.

DESIGNATED HITTER

Don't try to drag us into the debate about yea or nay on the designated hitter. But here's a chance for you to make a commissioner—like decision for your games.

SELECTING TEAMS

With a team disk in the drive select the number of the visiting team first and then the home team. Use the included team roster to determine the number of the team you wnat and make sure to fill out a similar roster with numbers for any teams you create. Once you pick a number, the team will be loaded into memory. After that process the team's nickname and season will be displayed and you have one last chance to change your mind.

R R A
/ / /
Run Range Arm

SELECTING STARTING PITCHERS

Each team has up to 12 pitchers from which to choose. The first step is to designate any hurler as unavailable for the game. This is valuable for two reasons. The first is if you're sticking to the 25-man roster limit. Usually only 9 or 10 pitchers will be retained on that size roster. Type the corresponding number or letter of the pitcher you wnat to make unavailable. This process is also necessary if the team is going to be run by computer in a league format and you don't want a particular pitcher selected for relief by the computer. If you mistakenly pick a pitcher as unavailable, pressing the 'X' key will make everyone available. Then type in the number or letter of the starting pitcher. It is necessary for you to pick the starter for the computer. It would have taken up valuable memory to put a program in just for this one chore. We think you can handle the job.

SELECTING BATTING ORDERS FOR POSITION PLAYERS

Each team will have up to 17 position players. The roster appears on the screen with corresponding numbers of letters for each player. Besides the name, other information shown for each player are the position(s) played, whether he bats left or right, home runs, batting average and stolen bases. This will aid in putting together a batting order, especially for a team that's not familiar. The first option, as with the pitcher, is to designate any players as unavailable. The same process used with the pitchers is in effect here. Once you start filling out the lineup a row of numbers corresponding to the positions will be displayed across the bottom of the screen (1-pitcher, 2-catcher, 3-first baseman, 4-second baseman, 5-third baseman, 6-shortstop, 7-left fielder, 8-center fielder, 9-right fielder, 0-designated hitter). As you select players, their position numbers will disappear, making it easy to tell which positions still need to be filled. After picking a player, should you decide it's the wrong choice, hit return instead of the position and the name will be erased. If you wish to start over from scratch, Type "X" in player select spot.

In games where the DH isn't being used, hit the letter 'P' to insert your starting pitcher in the batting order. Once the lineup is completed, you have one last option to change a player and then another option to save that batting order. This option allows a lineup, frequently used, to be saved to a blank formatted disk and then recalled at the start of the selection process by merely using a number. The program will ask if you want to use a saved lineup before the entire selection process begins. Up to 10 lineups can be saved for each team (0-9). We think it would be a good idea to use #1 for the regular lineup, then maybe #2 for the lineup against southpaws, #3 against right-handers, #4 against southpaws with a DH, #5 vs. righties with DH and so on. Don't pick a DH pre-saved lineup if you answered no to using the DH in this game. The program will ask for a different lineup. If you pick a lineup that uses a player previously selected as unavailable, he will become available.

Should you make a mistake after picking the lineup and have two players out of position, don't panic! When the game starts, pick the choice labeled 'Personnel'and swap positions.

You'll need to pick a lineup for the computer. We could go into the reasons for not having the computer select it's own, but we think you've read that explanation before. You're about ready to start your first game, but first a word about the effect of playing people out of position. Left field and right field are interchangeable positions. But using a left or right fielder to play center will decrease the range rating of that fielder. Playing outfielders or catchers in the infield will decrease range and increase chance for errors. Non-catchers put behind the plate will be lucky to throw anybody out, will throw many balls into the outfield and give up more passed balls than Bob Uecker. Try to keep that in mind when picking the lineup and then making changes during the game.

PLAY BALL!

Now we're ready to begin the game. If it seems like we've gone through a lot just to bring the first hitter to the plate, you'll be pleased to know that game setup takes under five minutes once you get used to the process and especially if you use a saved batting order.

DEFENSIVE OPTIONS

There are seven different choices available for the manager whose team is in the field.

1—**Pitch.** This means to simply pitch to the batter. This might not seem so simple if Babe Ruth, Hank Aaron or Mike Schmidt is the hitter, but you get the idea.

2—**Intentional Walk.** Put the batter on first base with four purposeful wide ones. That might be a better strategy for hitters such as Babe Ruth, Hank Aaron and Mike Schmidt.

3—**Infield In.** Brings all four infielders to shallow positions to prevent runner on thrid from scoring on routine ground ball. Increases chances of grounder getting through for a hit. It's also tough to bunt against this defense.

4—**Corners In.** Brings in the first and third basemen to shallow positions. Perfect choice in bunting situations, but will also increase chances of a hard grounder to either player getting through. Keeps double play grounder a possibility with balls hit to second or short.

5—**Infield Normal.** Takes infield out of any special defensive alignment.

6—**Personnel.** Choice to make defensive switches, bring in a relief pitcher and swap positions.

7—**Pitch/hit Away.** Keystroke saver for two player games when the defensive teams just wants to pitch to the batter and offensive team just wants to hit away. Bypasses the offensive menu and goes right to play results.

OFFENSIVE OPTIONS

Once the defense has picked its choice, the offense puts the game in motion by making a selection.

1—**Hit Away.** Hit normally or as normally as you can if Walter Johnson, Sandy Koufax or Dwight Gooden is the hurler.

2—**Bunt.** With nobody on base, this means bunting for a hit. With a runner of third it is a squeeze. Otherwise it is a sacrifice bunt.

3—**Steal.** Can be used anytime. Everybody goes except with runners on first and third, in which case only the runner on first goes. Sometimes a message will read "Can't get a jump." That means the rummer couldn't get a proper lead to take off. You can try again with the same hitter up, but you increase your chances of being picked off or being thrown out stealing. When a runner gets on base, his name will appear beside that base as well as his run rating /# of stolen bases.

4—**Hit and Run.** Used primarily to give the runners a jump and stay out of the double play. Can be used with runners of first or first and third with less than two outs. A hitters power is somewhat reduced with this option. Can result in double play on line outs and on some fly outs.

5—**Personnel.** Choice for using a pinch hitter.

Okay. So now you're ready to play. Enjoy the game. It can be more enjoyable than the real game. After all, we don't let Harry Caray sing during the seventh-inning stretch.

ENDING THE GAME

When the game ends, you'll be asked to put the game disk back into the drive. Then hit any key and a short stats program will load. You'll then be given the option of putting the box score on the screen or printing it out. Then a choice will be made on whether to save the stats for compilation with other season figures. If you do that, you'll be prompted when to insert a formatted disk to save the game's totals. This would be a good time to mention that it's a good idea to format about three disks before you really get into the options of Full Count. One can be used to save lineups, another for game stats and a third for teams you create. And that's just what we're ready to discuss-entering stats for a new team or changing an existing team.

ENTER/CHANGE TEAM DATA

This is where you, not some big software corporation, can control what teams you can use. There are several pieces of data needed to create a team. Just looking at the raw figures needed to put a team together will probably give you even more confidence of the statistical reliability and detail built into Full Count.

The first screen will ask for 10 pieces of information on the team and the league from which the team came.

1—**Team Number.** This is the number by which the team will be called up to be used in a game. Be sure to write down what number goes with what team to simply the selection process.

2—**Team Name.** Team can be called anything you'd like, but should start with a two-digit number. There is a 15-character maximum. Examples would be 83 Royals, 59 White Sox, 72 Braves.

3—**League Batting Average.** Average for the league is the season you are using. Should be entered as a whole number without decimal. For instance, a .263 average would be just 263.

4—**League Strikeout Percentage.** This is league strikeouts divided by at bats minus hits (SO/AB-H) to 3 decimal places. Again this should be displayed as whole numbers. ex .237 would be 237.

5—**League Walk Percentage.** Same as above except that the formula is walks minus intentional walks divided by at bats plus walks minus intentional walks (BB-IBB/AB+BB-IBB). Again use a whole number. ex. .083 would be 83.

6—**League Home Run Percentage.** Used to rate pitchers for home runs allowed. The formula is home runs divided by hits (HR/H). Again use whole numbers. ex .095 would be 95.

7—**Team Double Plays Per Game.** Divide a team's double plays by the number of games played and take that result times 100. Use whole number. ex. .87 would be 87.

8—**Park Effect Doubles.** This enables you to customize the home park. Use three-digit number with 100 being the average. Each number up or down will increase (up) or decrease (down) a hitter's doubles by one percent when playing in the home park.

9—**Park Effect Triples.** Same as above except that is controls triples. Again use a whole number and 100 it average.

10—**Park Effect Home Run.** Same as above, only for home runs. Again whole numbers only and 100 is average. HR's can be input for Left field & Right field separately. Ex. 115 would increase HR's 15% in this park to Left field & Right field. However, 106083 would increase HR's by 6% to Left field and decrease Right field.

Then there are 22 categories that must be filled out for each hitter, up to 17 on a team.

1—**Name.** Last name of batter, but can also use first initial if there's room. Maximum is 12 characters.

2—**Bats.** Whether the hitters bat right (R), left (L), both (S). Also option for hitter who was mostly platooned for left-handed platoon hitter (LP) and right-handed platoon hitter (RP).

3—**Position 1.** First position player played. Use number of position played.

4—**Position 2.** Second position player played. Use number of position played. If no 2nd position, input -1.

5—**Games.** The number of games player played.

6—**AB.** Number of times player came to plate officially.

7—**Runs.** Number of runs scored by player.

8—**Hits.** Number of hits collected by player.

9—**2.** Number of doubles collected by player.

10—**3.** Number of triples collected by player.

11—**HR.** Number of home runs collected by player.

12—**RBI.** Number of runs batted in by player.

13—**BB-IBB.** Total walks minus intentional walks. If IBB are unavailable, reduce BB by 10% after 1920, 5% before 1920.

14—**SO.** Number of times batter struck out.

15—**SB.** Number of times player successfully stole a base.

16—**CS.** Number of times caught stealing. If unavailable, use 0.

17—**Arm.** Rating of arm strength for catchers and outfielders. 9 is best and 1 worst. Give 0 to infielders.

18—**Run Rating.** Rating of running ability totally separate of ability to steal. 9 is best and 1 worst.

19—**Range.** Ability to cover ground and get to balls in the field. 9 is best and 1 worst. Give catchers a 0.

20—**G/A%.** Expressed as a whole number. Percentage of outs that were ground outs. League average is about 52.

21—**Fielding Percentage.** Fielding percentage at player's primary position. Use a whole number. When exact average isn't available you use league averages. (Outfield-982, Shortstop-964, First base-991, Third base-954, Catcher-987, Second base-980).

22—**Era Batting Average.** Simply input the season's league batting average. This is especially handy for draft leagues when players for different erars would be competing on the same squad. ex. League batting average in 1930 was 300 as opposed to .239 in 1967. This normalizes hitters from different periods.

Then there are also 16 categories for stats required for pitchers.

1—**Name.** Again 12 characters are maximum.

2—**Throws.** Whether the pitcher is left or right handed.

3—**Won.** Number of games won.

4—**Lost.** Number of games lost.

5—**Saves.** Number of games saved.

6—**Games.** Number of games played.

7—**Games Started.** Number of games started.

8—**Innings Pitched.** Number of innings pitched.

9—**Hits.** Number of hits allowed.

10—**BB-IBB.** Number of total walks minus intentional walks allowed. If IBB not available, reduce BB by 10% after 1920, 5% before 1920. You may reduce a little more on some relievers.

11—**Strikeouts.** Number of hitters struck out.

12—**ERA.** Earned Run Average, written as a three-digit whole number. ex. 2.96 would be 296

13—**Batting Average.** Again as a whole number. If unavailablek, 147 is a good number to use.

14—**G/A%.** Again a whole number, represents the percentage of ground ball outs to total outs. League average is 52.

15—**HR Allowed.** Number of home runs allowed.

16—**Era Batting Average.** The batting average for league in the year this pitcher is being rated for. Helps when pitchers from different time periods are being put on the same team.

That's it. Now you're ready to rate your own teams. If it sounds like a lot of trouble, it really isn't. But if you don't think you're up to it, don't despair. If the demand is large enough, we'll be releasing a new season disk about once a month and will be considering franchise disks and all-star disks and maybe even a worst teams disk. Let us know what you'd like.

PRINT OUT TEAM DATA

You can print out the player stats to a printer by going into "Input/Change" and selection #2.

DRAFT TEAM OPTION

This option will allow you to create your own team by drafting players off teams already rated for Full Count. First the program ask for the name of the team you are creating. Secondly, it will wnat all the information provided on the first screen when creating your own team from scratch. Those categories are: league batting averabe, strikeout percentage, walk percentage and home run percentage. Also the team double plays per game and park effect for doubles triples and home runs. An agreed-upon league figure can be used for all teams in the same league if that is the preference.

A blank team roster will have 'XXX' in place of the names because the game program knows to ignore any player with those letters as his name. The program will prompt you to insert the disk with the team from which you want to draft players. It will then be a simple matter of selecting the player or players off that team and copying them from the original disk to the new team disk. After each player is transferred, the program will ask for the next team member. If you want to draft more than one player off a specific team, merely hit the 'Z' key and the program will know to use the team already loaded in memory.

Head-to-head draft league are really the most enjoyable and challenging form of competition. It requires a keen sense of mixing talent, knowing how to use it and the ability to pull off key trades to keep your team on top.

LOOK AT COMPILED STATS

Choosing this option will allow you to view the compiled stats of a particular team saved to a separate disk. You will be prompted when to insert the disk on which that stats have been saved. You then have the ability to view those figures or have them printed out. This is a great device for play-by-mail leagues. After a particular series you can send the disk with game stats saved, or you can merely print them out and send them along to the other manager. On the stats compiler, there are two new categories. "% RAB - % of REAL AB'S" and "% RIP - % of REAL INNINGS PITCHED". These categories will help you keep track of a players usage based on his real life performance.

TRADE PLAYERS

With this option is is possible to trade players from one team to another. This is obvoiusly handy for draft league play. The only way to directly make deals from one team to another is by trading a certain number of hitters for a like number of hitters or a certain number of pitchers for a like number of pitchers. But there are ways around this limitation. It is possible to create a dummy team with all 'XXX' as players. It would then in exchange for 'XXX's and then move them to the destination teams. The program provides the prompts of when to swap disks in the drive.

ADD/CHANGE STATS

Especially in play-by-mail leagues, it isn't always possible to have your stat disk there when games are completed. Sometimes the stats will be sent back in hard copy form from the road. This option will make it possible to manually update those stats as well as change any stats that might have been entered in error.

THE 10TH INNING

Well, that about covers the mechanics of the game, but there's still a bit more to say. We'd like to give you our feelings behind some of the rankings used in the game.

The most obvious point of contention are the range ratings. This game is the most ambitious on the market for using range as a factor. It is talked about enough by books like Bill James' Baseball Abstract and by managers that it is critical to any game that truly tries to give you a simulation rather than a game. The range ratings come from an evaluation of a player's performance within that season. A 9 at a position means that he was as good as there was at that position that season. It doesn't mean he was the best of all time. All the starters at a position are judged by total chances per game. A high figure and low figure are taken to determine the 1 and 9 at each spot. Then a median is established and all players around that figure will get a 5. Other will be given ratings from 2-4 and 6-8 depending on where they fall between the extremes and the median.

The same type of evaluation is made for arm ratings for outfielders, though reputation comes into play for those figures more than it will on range. A shotgun arm is the outfield or at catcher will often not get as many assists because not as many people will run on him. Speed is another rating that is mostly subjective. The speed rating is based more on things like triples, age and position than it is on steals.

But what is really comes down to is your enjoyment. These ratings have been compiled by people who are more than casual fans. They have been put together after hours of careful consideration. But they are not etched in stone anywhere, not even on your disk. If you feel a rating is out of whack, call up option #2 and change it. It's that simple. We won't be offended. (At least we'll try not to be). The game has been created for your enjoyment. How much could you enjoy it if you didn't believe the ratings were accurate? Our prime goal for each disk was to be consistent in the subjective rankings. It is our hope that we have done that.

Well, that about wraps it up. I hope we've covered everything. We think this is the finest baseball simulation on the market for any machine. It isn't pretty in terms of graphics or fluff. We don't even think you'll ever get a rainout in Full Count. But what true baseball fan has ever enjoyed sitting in a ballpark and watching it rain. Ful Court can be whatever you want it to be. If it is the best baseball simulation you've ever played, then it is everything we wanted it to be.

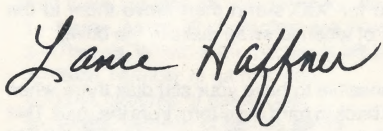
A PERSONAL WORD FROM THE DESIGNER

At the age of thirteen, I began creating and playing every type of sports game imaginable. I was looking for games that were fun, fast and accurate but without the hassel of dice rolls and pouring over mounds of charts. Then after becoming a computer programmer, I drew on more than 20 years of sports gaming experience and began to create these games originally, at least, for my own enjoyment because I wanted to write sports games that I wanted to play.

As other people began to play them, I realized that they had universal appeal among both sports fans and gamers. So after over two years of development and play-testing, I believe that you are playing *the* most realistic computer sports simulation of the market today.

However, over the years, I have come to realize that there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to almightly God and asked for forgiveness through His Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not willing for any to perish, but wants everyone to have eternal life through faith in Christ. He gave me the talent to create these computer sports games and I hope they bring you many hours of joy and happiness.

Sincerely,



LEAGUE DATA FOR INPUTTING YOUR OWN TEAMS

File: MLB data
Report: MLB data

YEAR	AL AVG	AL SO %	AL BB %	AL HR %	NL AVG	NL SO %	NL BB %	NL HR %
1986	262	229	82	113	253	237	82	92
1985	261	206	82	108	252	217	78	86
1984	264	202	77	96	255	225	77	76
1983	266	192	76	92	255	220	81	83
1982	264	191	78	101	258	209	75	76
1981	256	183	78	82	255	195	78	65
1980	269	182	77	88	259	201	75	72
1979	270	181	80	97	261	203	78	83
1978	261	180	79	84	254	204	80	77
1977	266	188	78	115	263	213	80	93
1976	256	187	77	67	255	196	79	66
1975	258	196	84	87	257	199	84	73
1974	258	194	77	80	255	202	85	76
1973	259	201	83	90	254	213	81	92
1972	239	217	77	80	248	222	79	87
1971	247	214	83	93	252	214	76	83
1970	250	215	85	106	258	232	86	98
1969	246	219	88	102	250	236	81	89
1968	230	233	76	89	243	229	65	67
1967	236	240	77	94	249	229	71	80
1966	240	231	76	105	256	226	67	97
1965	242	234	81	104	249	232	71	96
1964	247	240	79	114	254	224	67	86
1963	247	223	76	109	245	231	70	90
1962	255	207	85	110	261	220	79	100
1961	256	204	88	109	261	213	79	108
1960	255	192	87	100	255	219	77	97
1959	253	194	83	103	260	208	78	105
1958	254	194	81	100	262	197	80	107
1957	255	186	85	96	260	194	75	106
1956	260	187	97	98	256	183	79	114
1955	258	174	94	89	259	175	84	117
1954	257	165	90	76	265	165	86	100
1953	262	157	87	79	266	170	82	106
1952	253	163	90	74	253	167	82	86
1951	262	147	94	76	260	150	84	92
1950	271	147	103	85	261	160	88	99
1949	263	142	108	70	262	145	85	83
1948	266	139	100	63	261	151	86	77
1947	256	148	92	63	265	144	86	79
1946	256	166	86	61	256	141	86	52
1945	255	135	82	40	265	123	80	51
1944	260	134	77	41	261	124	77	51
1943	249	142	84	45	258	129	78	39
1942	257	133	85	49	249	134	81	52
1941	266	140	90	64	258	139	80	54
1940	271	151	86	76	264	137	73	61
1939	279	141	90	67	272	138	75	56
1938	281	139	94	72	261	131	73	54
1937	281	143	90	66	272	147	72	54

LEAGUE DATA FOR INPUTTING YOUR OWN TEAMS

File: MLB data
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YEAR	AL AVG	AL SO %	AL BB %	AL HR %	NL AVG	NL SO %	NL BB %	NL HR %
1936	289	130	91	60	278	133	69	50
1935	280	127	87	55	277	130	64	55
1934	279	138	88	57	279	134	64	55
1933	273	126	84	52	266	113	59	41
1932	277	127	84	59	276	121	61	54
1931	278	128	79	47	277	124	68	41
1930	288	134	77	55	303	127	71	67
1929	284	118	80	50	294	114	76	60
1928	281	122	76	41	281	111	75	51
1927	285	113	79	37	282	115	68	40
1926	281	115	83	36	280	111	69	37
1925	292	110	84	43	292	111	68	51
1924	290	108	82	32	283	111	64	41
1923	282	119	81	37	286	110	68	44
1922	284	118	74	44	292	110	67	42
1921	292	119	77	38	289	111	58	38
1920	283	121	75	31	270	118	60	23
1919	268	131	79	24	258	119	62	21
1918	254	119	83	12	254	115	66	16
1917	248	136	82	14	249	145	66	20
1916	248	153	89	14	247	156	65	24
1915	248	160	90	16	248	154	71	22
1915f	255	150	79	24				
1914	248	168	84	15	251	154	77	26
1914f	263	169	77	27				
1913	256	164	83	16	262	151	75	29
1912	265	171	81	14	272	155	82	25
1911	273	170	77	17	260	157	90	29
1910	243	170	74	15	256	149	86	21
1909	244	163	68	11	244	144	78	15
1908	239	160	64	12	239	137	71	16
1907	247	145	63	10	243	141	76	15
1906	249	150	62	13	244	151	76	13
1905	241	166	66	16	255	145	70	17
1904	244	160	56	15	249	139	68	17
1903	255	151	54	19	269	136	74	15
1902	275	100	66	25	259	137	61	10
1901	277	99	65	22	267	148	61	22

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17. PHILLIES NL
18. PIRATES NL
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20. REDS NL
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AL 25. WHITE SOX
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1. '02 PIRATES
2. '04 GIANTS
3. '06 CUBS
4. '13 GIANTS
5. '31 CARDINALS
6. '35 CUBS
7. '40 REDS
8. '42 CARDINALS
9. '42 DODGERS
10. '50 PHILLIES
11. '53 DODGERS
12. '58 BRAVES
13. '60 PIRATES
14. '61 REDS
15. '62 DODGERS
16. '62 GIANTS
17. '67 CARDINALS
18. '69 METS
19. '74 DODGERS
20. '75 REDS
21. '77 PHILLIES
22. '79 PIRATES
23. '80 ASTROS
24. '82 BRAVES
25. '84 CUBS
26. '84 PADRES

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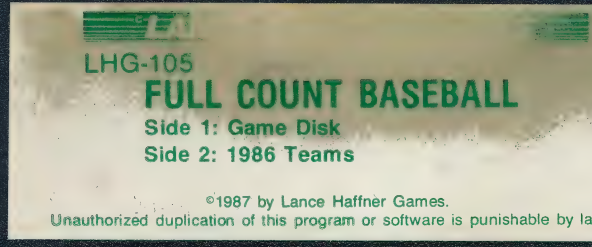
28. '12 RED SOX
29. '15 TIGERS
30. '17 WHITE SOX
31. '20 INDIANS
32. '24 SENATORS
33. '27 YANKEES
34. '31 ATHLETICS
35. '33 SENATORS
36. '34 TIGERS
37. '39 YANKEES
38. '44 BROWNS
39. '46 RED SOX
40. '54 INDIANS
41. '59 WHITE SOX
42. '61 YANKEES
43. '65 TWINS
44. '68 TIGERS
45. '69 ORIOLES
46. '71 A'S
47. '75 RED SOX
48. '77 ROYALS
49. '79 ORIOLES
50. '80 YANKEES
51. '82 ANGELS
52. '82 BREWERS



LHG-105

FULL COUNT BASEBALL

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Side 2: 1986 Teams

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Great NL & AL Teams Of The Past

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FULL COUNT BASEBALL

Great NL & AL Teams Of The Past

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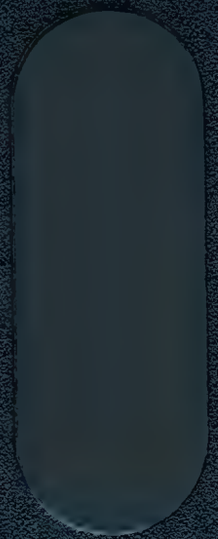
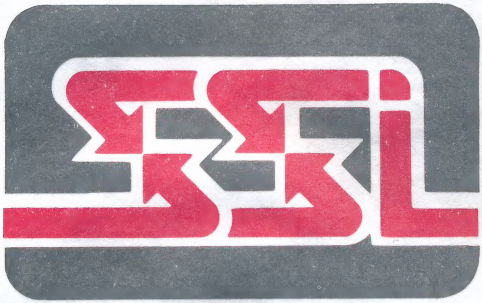


90 BASEBALL TEAMS



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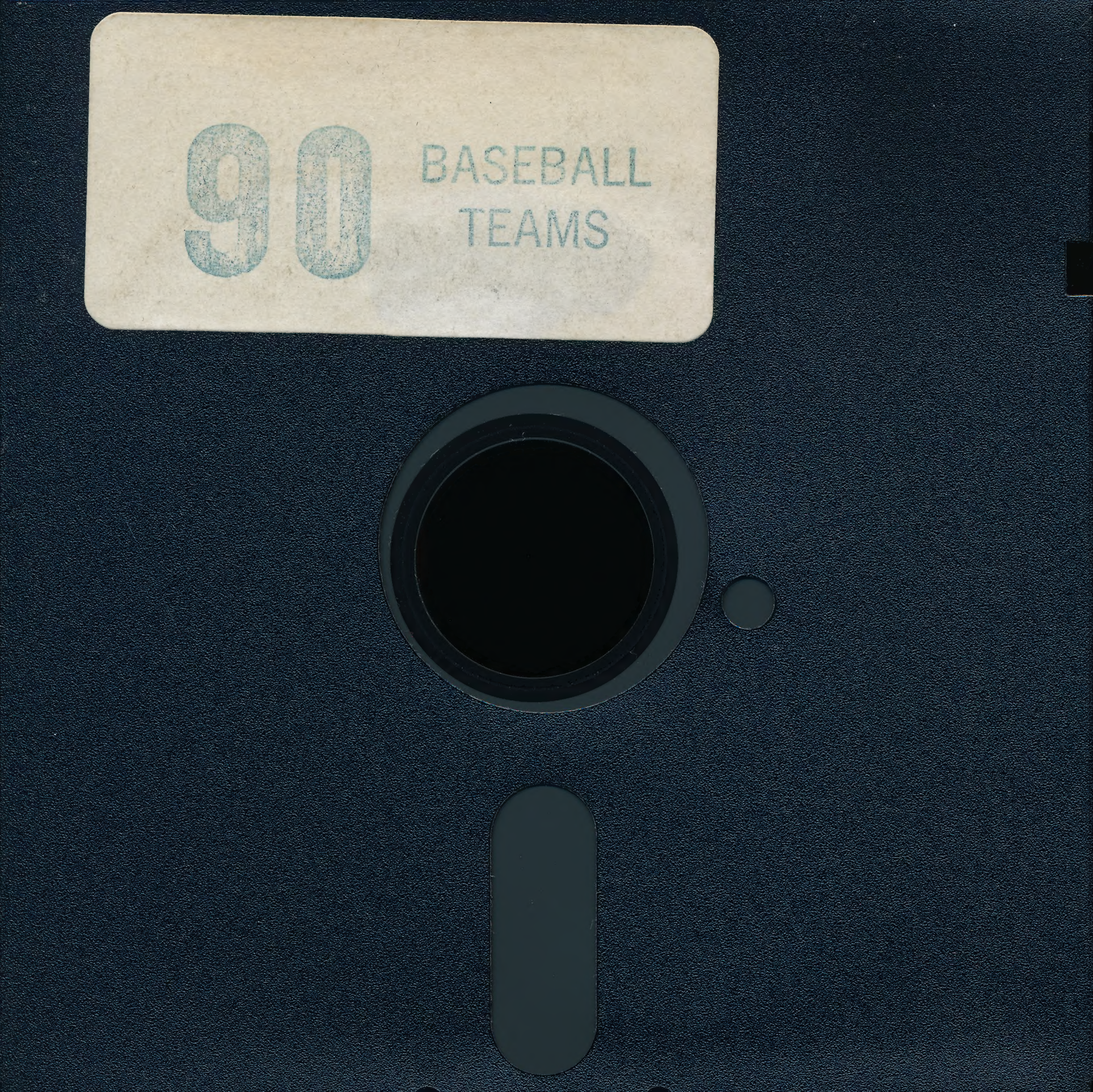
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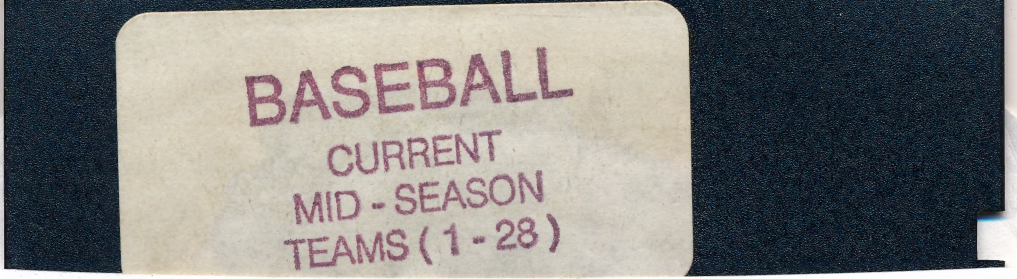
BASEBALL
TEAMS



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